Docket No. P2290

APPLICATION FOR

UNITED STATES UTILITY LETTERS PATENT

Be it known that we, Kok S. Chen, a citizen of Thailand, residing at 870 E. El Camino Real, #425, Sunnyvale, County of Santa Clara, and State of California 94087 of the United States of America, and Gabriel G. Marcu, a citizen of Romania, residing at 1249 Runnymede Drive, San Jose, County of Santa Clara, and State of California 95117 of the United States of America, have invented certain new and useful improvements in a

SYSTEM AND METHOD FOR HALFTONING USING A TIME-VARIABLE HALFTONE PATTERN

of which the following is the Specification:

I hereby certify that this correspondence is being deposited with the United States Postal Service as Express Mail No. EL339226745US in an envelope addressed to: BOX PATENT APPLICATION, Assistant Commissioner for Patents, Washington, D.C. 20231, on June 25, 1999.

Nancy R. Simon
(Signature)

BACKGROUND OF THE INVENTION

1. Field of the Invention:

The present invention relates to the field of image reproduction, and more particularly, to halftoning. Still more particularly, the present invention relates to a system and method for halftoning using a time-variable halftone pattern.

2. Description of the Prior Art:

Bi-level and multi-level devices have limited tonal range. Intermediate tones, such as varying shades of gray, must be represented by halftones. Halftoning is a process by which continuous-tone colors are approximated by a pattern of pixels that can achieve only a limited number of discrete colors. The most familiar case of this is the rendering of gray tones with black and white pixels, as in a newspaper photograph.

There are many conventional techniques for halftoning. Dithering, stochastic screens, and error diffusion are all different types of halftoning techniques. When a particular halftoning technique is used, the resulting image is comprised of halftone patterns. In other words, halftone patterns are what the halftoning techniques create.

Contemporary halftoning techniques have parameters specific to each technique. For example, dithering techniques include order and unordered dithering. Error diffusion is an example of unordered dithering. Ordered dithering is usually implemented using a threshold array. Furthermore, ordered dithering can be further sub-categorized into clustered or dispersed dot dithers.

With clustered dot dithering, the arrangement of the gray levels tends to result in the formation of clumps or clusters. With dispersed dot

dithering, the successive gray threshold values in the array are spread or dispersed away from each other as much as possible. Stochastic screens are a class of dispersed dot dithering in which the appearance of the halftoned result is similar to that of an unordered dither. Stochastic screens are preferred over unordered dithering in that it has much better computational efficiencies (both in time and in memory usage).

When an image is halftoned, the parameter or parameters (i.e., ordered, threshold array) specific to the halftoning technique remains constant during the halftoning process. For example, the same array is used each time the image is halftoned.

For display devices, such as computer monitors and televisions, images are presented as frames that are refreshed or repeated many times a second. This refreshing or repeating of the image occurs regardless of whether the image itself is changing over time. So, for a picture displayed on a computer monitor, a movie played on television, or a movie played in a theater, each frame is refreshed or repeated many times a second.

However, as discussed earlier, the parameters in contemporary halftoning techniques remain constant while each frame is repeated. This can create artifacts in the image, in that the halftone patterns become visible to the human eye. This is especially true for animated images, because the halftone pattern remains fixed over time while the frames in the image move and change over time.

SUMMARY OF THE INVENTION

The present invention overcomes the limitations of the prior art by providing a system and method for halftoning using a time-variable halftone pattern. Successive frames that are presented to the output device are individually halftoned. The halftone pattern is changed from frame to frame. The different halftone patterns can be generated in real time, or they can be calculated prior to halftoning and stored in memory. Additionally, the halftone patterns can be generated using any conventional halftoning technique. The same halftoning technique can be used to create each halftone pattern, or the halftoning techniques can be varied when creating halftone patterns. The halftoned frames are then viewed in a sequence in time. Because the halftone pattern is changing from frame to frame, the visibility of the pattern is reduced when compared with the patterns produced by prior art halftoning methods.

BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself, however, as well as a preferred mode of use, and further objects and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

Figure 1 is an exemplary block diagram of a general purpose computer system that can be used to implement the present invention;

Figure 2a illustrates an exemplary image comprised of pixels;

Figure 2b depicts an exemplary halftone mask comprised of threshold values;

Figures 3a-3f illustrate an exemplary prior art method for halftoning;

Figure 4 depicts an exemplary method for halftoning using a time-variable halftone mask according to the present invention;

Figures 5a-5d illustrate an alternative exemplary method for halftoning using a time-variable halftone mask according to the present invention; and

Figures 6a-6i depict an exemplary sequence of halftoned frames of constant gray of 95% luminance, created by halftoning with a time-variable halftone mask according to the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

To facilitate an understanding of the present invention, it is described hereinafter in the context of a specific embodiment. In particular, reference is made to an implementation of the invention on a computer display where the image being displayed is halftoned using a halftone mask as the halftoning technique. It will be appreciated, however, that the practical applications of the invention are not limited to this particular embodiment. Rather, the invention can be employed in other types of output devices, such as televisions and movie players. Furthermore, the present invention is not limited to the use of halftone masks as the halftoning technique. Other halftoning techniques, such as dithering or error diffusion, can be used.

With reference now to the figures and in particular with reference to **Figure 1**, a general purpose computer system that can be used to implement the present invention is illustrated. Computer system **100** includes a central processing unit (CPU) **102** that typically is comprised of a microprocessor, related logic circuitry, and related memory circuitry. Input device **104** provides input to CPU **102**, with examples of input devices including a keyboard, mouse, or stylus. Communications port (Com. Port) **106** is used for interfacing with other processors and communication devices, such as modems and area networks. Program memory **108** contains operating instructions for directing the control of CPU **102**. Mass storage **110** contains stored data that is utilized by CPU **102** in executing the program instructions from program memory **108**. And finally, computer monitor **112** outputs data and information to a user.

Figure 2a illustrates an exemplary image comprised of pixels. Image **200** is shown as a 12x12 image comprised of 144 pixels. Pixels are usually arranged on an orthogonal grid, with the pixels placed at evenly spaced lattice points. Typically image **200** is associated with the (x,y) coordinate system, with the rows as the x coordinate and the columns as the y coordinate. Pixel **202** is usually considered the pixel in the (0,0) location. With pixel **202** at (0,0), pixel **204** is located at (7,5) and pixel **206** is positioned at (10,11) in the image.

Referring to **Figure 2b**, an exemplary halftone mask comprised of threshold values is shown. Mask **208** is illustrated as a 3x3 mask comprised of 9 threshold values. In order to determine whether a pixel in image **200** is "on" or "off", an imaging device checks a pixel's address (i.e. it's (x,y) location), determines the tonal value of the image at that address, and compares that tonal value with it's corresponding threshold value in the halftone mask. If the tonal value of the pixel exceeds the threshold value in the halftone mask, the pixel is turned "on" when the image is displayed on the computer monitor.

For example, in order to determine whether pixel **202** is "on" or "off", an imaging device checks the address of pixel **202**, which in this example is (0,0), determines the tonal value at that address, and compares that tonal value with the threshold value **210** in halftone mask **208**. If the tonal value of pixel **202** exceeds the threshold value **210**, pixel **202** is turned "on" when the image is displayed.

Figures 3a-3f illustrate an exemplary prior art method for halftoning. Image **300** is shown as a 9x6 image, comprised of 54 pixels. Threshold array **302** is represented as a 3x3 array, and is comprised of threshold values. Pixel **304** in image **300** (**Figure 3a**) is the pixel located at (0,0). When halftoning occurs, threshold array **302** is replicated and "tiled" (i.e., filled in a non-overlapping manner) over the entire image **300**. **Figures 3a-3f** illustrate the process of halftoning by tiling threshold array **302** over image **300**.

For a computer monitor, threshold array **302** is tiled over image **300** in a raster pattern. In other words, threshold array **302** is initially placed at the (0,0) location in image **300**. It is then tiled along the first three rows until threshold array **302** reaches the end of the rows. This process is shown in **Figures 3a** through **3c**. Once the end of the first three rows is reached, threshold array **302** is then moved to the start of the next three rows. This would place the upper left-hand corner of threshold array at pixel **306**. Again, threshold array **302** is tiled along the next three rows until threshold array **302** reaches the end of the rows. This process is shown in **Figures 3d** through

3f. Image **300** is now halftoned, because in this example, image **300** is a 9x6 image, so there are no more pixels left to halftone. Obviously, tiling threshold array **302** in this manner would continue if image **300** was larger.

In this prior art method of halftoning, threshold array **302** remains constant while the image is halftoned. For example, if the image is rendered on a display, the image is halftoned each time the image is drawn to the screen. In this situation, the halftone pattern does not change when the image is drawn and re-drawn to the screen because the same threshold array is used to halftone the images.

Figure 4 depicts an exemplary method for halftoning using a time-variable halftone mask according to the present invention. Image **400** is to be halftoned using four separate and independent halftone masks **402, 404, 406, 408**. Halftone masks **402, 404, 406, 408** were created independent of one another and are preferably stored in memory. When image **400** is to be halftoned, halftone mask **402** is used first to halftone image **400**. Preferably, halftone mask **402** is placed at the initial pixel **410** and then tiled over the entire image. Halftone mask **404** is then selected and tiled over the image, followed by halftone mask **406**. Finally, halftone mask **408** is selected and tiled over image **400**. The halftoned images are then viewed in a continuous sequence in time. Because the halftone pattern changes from one image to the next, the visibility of the pattern is reduced compared with the patterns created by prior art methods.

This exemplary method is not however, limited to only four halftone masks. Any number of halftone masks can be used. Those skilled in the art will appreciate that the flicker period can be reduced by increasing the number of halftone masks. Furthermore, halftone masks **402, 404, 406, 408** do not have to be stored in memory. They can be calculated in real time.

Figures 5a-5d depict an alternative exemplary method for halftoning using a time-variable halftone mask according to the present invention. In this example, only one halftone mask is used to generate different halftoned frames, where the frames are combined to create the output image. Different

(x,y) offsets are used to place the mask in the input image in order to generate a halftoned frame.

In **Figure 5a**, image **500** is a 9x9 image, and is comprised of 81 pixels. Pixel **502** is located at the (0,0) position in image **500**. Halftone mask **504** will be used to halftone image **500**. In this example, halftone mask **504** is a 3x3 array, comprised of nine threshold values. Halftone mask **504** is placed at the initial location (0,0) in image **500**, and is then used to halftone the image by tiling halftone mask **504** over the entire image. This creates the first halftoned frame. In **Figure 5b** halftone mask **504** is offset to location (7,6) in the image. The second halftoned frame is created when image **500** is halftoned again.

Halftone mask **504** is then offset again to location (4,7), represented in **Figure 5c** by pixel **508**. Image **500** is again halftoned, and a third frame is produced. Finally, in **Figure 5d**, halftone mask **504** is offset to pixel **510**, located at (7,2), and a fourth halftoned frame is created. The resulting halftoned frames are then displayed in a sequence, thereby creating the output image. This process of changing the offsets of halftone mask **504** within image **500** repeats until halftoning is complete.

With reference now to **Figures 6a-6i**, an exemplary sequence of halftoned frames of constant gray of 95% luminance, created by halftoning with a time-variable halftone mask according to the present invention are shown. A halftone mask comprised of 128x128 threshold values was used to create the 40x30 halftoned frames shown in Figures **6a-6i**.

The halftoned frame shown in **Figure 6a** was created by positioning the halftone mask at location (38,28) in the image and then halftoning the image. The halftone mask is offset to to location (33,25) in the image and the image is halftoned a second time, resulting in the halftoned frame shown in **Figure 6b**. A third halftoned frame illustrated in **Figure 6c** is then generated by offsetting the halftone mask to location (11,17) in the image. Continuing with this process, the halftoned frames shown in **Figures 6d, 6e, 6f, 6g and 6h** are

generated by offsetting the halftone mask to locations (10,9), (12,6), (29,17), (4,0), and (25,23), respectively.

In the embodiment represented in **Figure 6**, the sequencing of halftoned frames then repeats itself. **Figure 6i** was created by using the same offset that was used for **Figure 6a**. As can be seen, the halftoned frame in **Figure 6i** is the same as the halftoned frame in **Figure 6a**. This offsetting of the halftone mask is repeated until the displayed output image is no longer needed.

The present invention, however, is not limited to offsetting the threshold mask. Different rotations, or transformations applied to the halftone mask can be used as an alternative to offsetting the halftone mask.

The image being halftoned by the methods described with reference to **Figures 4-6** can be animated or static. If the image is animated, different halftone masks can be used on each frame, or a sequence of halftone masks can be used in a continuous loop. Those skilled in the art will appreciate that through the appropriate selection of differing halftone masks over time, the flicker normally associated with prior art halftoning techniques can be significantly reduced. A set of halftone masks can be selected so as to minimize the temporal correlation. In fact, the halftone masks can be chosen such that any spatial location, when viewed in time, would have minimal correlation.

The method used to obtain the halftoned frames, however, is not limited to thresholding by halftone masks. Any spatial halftoning technique, acting on an area larger than a pixel, can be used with the present invention by simply varying the halftoning parameters over time to create different halftone frames to be viewed in sequence. The halftone pattern needs to change from one frame to the next. This causes the visibility of the halftone pattern to be reduced when the sequence of frames is displayed.

Furthermore, the process of halftoning according to the present invention does not require the same halftoning technique to be used each

time an image is halftoned. Alternatively, the halftoning techniques can be varied each time the image is halftoned. For example, dithering, stochastic screening, and error diffusion techniques can be used on the same image, simply by varying the particular technique used over time.

If the amount of time required to halftone a frame is less than the period between frames, the halftoning process can be performed in real time, regardless of whether the image to be displayed is static or animated. If the amount of time required to halftone a frame is more than the period between frames, an entire sequence of halftoned animated images may have to be pre-computed, stored, and subsequently replayed. For a static image, a sequence of halftoned frames can be stored and replayed in a continuous loop. Since the present invention can be implemented in hardware, software, or a combination of the two, the speed of the halftoning process can be optimized by implementing the invention in a design that is appropriate for a particular system.

And finally, the present invention is not limited to use for images displayed on a computer monitor. Those skilled in the art will appreciate that the present invention can be used in other types of output devices, such as televisions and movie players. The present invention can also be used with computer applications, such as games, movies, and displaying and transmitting images over communication channels, such as the Internet.